

INTRODUCTION

Arena Rex is a line of beautiful miniatures set in a fantastic world, and the game rules complement them nicely. The purpose of a game is not simply to compete, but also to have fun. Fun for us means streamlined rules that are easy to pick up and play, an engaging experience where each player has a stake in every action and meaningful choices that dictate the flow of the game.

Drawing players into the action also means a chance for a great story. From tales of glory in battle, to reminiscence of camaraderie around the gaming table, stories are integral to tabletop gaming. From the exploits of Maximus Decimus Meridius, Spartacus, or Titus Pullo to 'that one time you pushed Septimus off his mount into Leo's awaiting jaws,' stories are at the heart of gladiator mystique.

The following has been laid out with the intention of guiding new players through the core concepts and gameplay of Arena Rex, one step at a time. The language is precise and intentional, and if any questions or disputes arise between players, re-reading the text closely should be the first step.

Most of all, have fun! If you and your opponents dislike a rule, we encourage you to dispense with it. If the rules are lacking something that would make them more fun for your group, write it in as you see fit.

GAME RULES v2.1

"Fortune, which has a great deal of power in other matters but especially in war, can bring about great changes in a situation through very slight forces."

-Caesar, The Civil War, Book III

MODELS

Arena Rex is a miniatures game, which means that scale models are used to represent your gladiators and their opponents on the game board, rulers or tape measures are used to measure distances, and dice are rolled to determine the outcome of some actions.

Models: Each player in a game of Arena Rex will deploy a 'cohort' of one or more models to the game board. Each Arena Rex model comes with a base which defines the space it occupies on the board and a game card which describes the specific abilities of that model. The term "model" is also sometimes used more broadly in the rules to describe an object that can be activated by or interacted with directly by a player.

Most models fall into one or more of a few categories: **Gladiator**, **Titan**, and **Beast**. A model's category is noted on its game card. Some rules and abilities only apply to Gladiators, while Beasts and Titans have a few unique rules which you can find starting on page 39.

Models that are part of the same cohort treat each other as 'friendly models', while models that are part of other cohorts are treated as 'enemy models'.

PLAY SPACE

The Arena: The game is played on a space chosen by both players (or an event organizer), which will be referred to in the rules as the "Arena". The Arena can represent anything you want to imagine: anything from the Coliseum to a back alley, or even stranger places. The Arena can be as large or small as you like (though we recommend something between 12" and 48" across).

Measuring: Distances which may need to be measured in the game rules are defined in inches. Any relevant distance in the game can be freely measured by either player. The rules may at times refer to the distance between two models -- This is considered to be the shortest straight-line distance between the nearest edge of each of their bases.

When measuring the distance moved by a model, whether for voluntary movement, a push, or some other reason, the distance should always be measured from the same point of the model or the model's base at the beginning and end of the move. To put it another way, no part of the model's base should move further than the total distance to be measured.

The measurements used in Arena Rex are generally short, and players should rarely if ever need more than a typical 12 inch ruler. In fact, a 6 inch ruler is often sufficient.

Bases: A model's base defines the space it occupies in the Arena. In some cases the physical sculpt may involve some overhang due to artistic license, but any overhanging parts should not affect measurement or positioning.

Unless otherwise specified, models cannot move through or end a move with their base overlapping another model's. Models being moved as part of a push or shift that would be moved through or on top of another model simply stop once their base contacts another model.

ANATOMY OF A CARD

I - MOV : 6

II - ATK : 6

III - DEF : 2

IV - ARM : 2

V : MOV 2

VI : 2 3

VII : 2 3

VIII : VALOR COORDINATED STRIKE

IX : 2 3

X : **VALOR** - After the resolution of an attack in which the defending enemy model earned Favor from its Vitality Track, this model earns 1 Favor.

COORDINATED STRIKE - If an enemy model is pushed into this model by a friendly attack, the attacker generates 2 additional successes rather than the usual 1.

AQUILA

XIII LEGXIII

XI 30MM **ARENA REX** **XII** v2.0

I - MOV - Movement : The maximum number of inches a model may advance during a Move Action.

II - ATK - Attack : The number of dice (d6) a model rolls when making an attack.

III - DEF - Defense : The number of dice (d6) a model rolls when defending an attack.

IV - ARM - Armor : Damage taken from attacks is reduced by this amount.

V - Model Name - Some abilities will reference specific models by name.

VI - Damage Tree - See page 31 for details.

VII - Ludus Benefits - Cards with printed faction benefits will show them here

VIII - Abilities and Effects Reference - Headers for model abilities are listed here as a quick reference.

IX - Vitality Bar - Damage taken is tracked here, from left to right.

X - Rule Descriptions : Special rules and abilities are expanded in full here.

XI - Base Size

XII - Version

XIII - Model Type - Models affiliated with a Ludus will have the corresponding icon. Titan and Beast model types will also be noted here.

DICE AND DICE POOLS

Dice: Arena Rex uses common six sided dice (d6's) rolled together as a "pool" to determine the outcome of model actions. Individual dice in Arena Rex are always read as 'successes' or 'failures' rather than by their numeric result. Dice reading 4, 5, or 6 are counted as successes while dice that read 1, 2, or 3 are failures (and are generally ignored). When rolled, Favor dice which come up as successes count for two successes instead of one.

Dice Pools: Pools of dice are always considered to be rolled simultaneously. Players are recommended to have at least two easily distinguishable sets of dice -- one set for their standard attack and defense dice, and one to represent Favor dice, though this is not strictly necessary. Generally players won't need more than 7-8 dice of any one style.

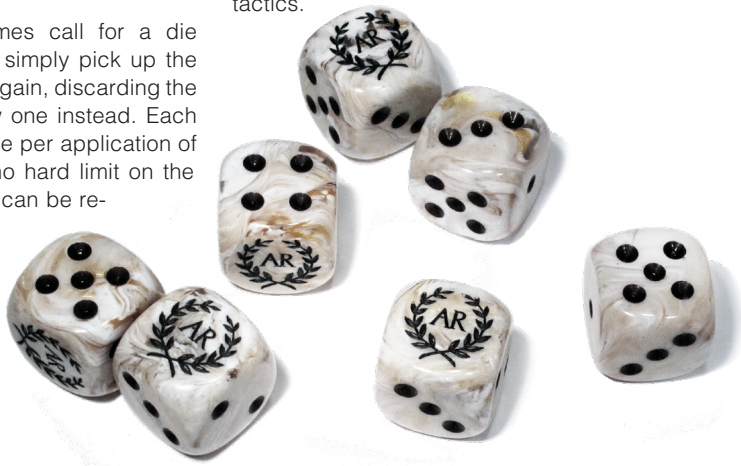
Re-rolls: Rules will sometimes call for a die to be re-rolled. In this case, simply pick up the indicated dice and roll them again, discarding the old result and using the new one instead. Each die may only be re-rolled once per application of a special rule, but there is no hard limit on the number of times a single die can be re-rolled if multiple rules allow.

PLAYING THE GAME

A game of Arena Rex starts with each player deploying their cohorts on opposite sides of the arena, and then alternating taking turns during which they activate a single model.

An activation may involve multiple actions, each of which may cause the activated model to gain fatigue. The other players may have the option to react to one of these actions with one of their own models, which causes that model to gain fatigue. Players are able to remove fatigue at the beginning of their turns, readying models to react or be activated again on a following turn.

Eventually, when a player's entire cohort has become Fatigued or Exhausted, they will be forced into a special 'clear turn', during which they will remove fatigue from all of their gladiators and be able to activate special abilities called tactics.



ACTIONS

Moving, Attacking, and Power Attacking are the basic options accessible to any model during its activation. Special scenarios may enable unique actions, and some models have special actions detailed on their stat cards.

Activating a model allows it to move once without gaining fatigue. Further actions, such as attacks or additional movement will cause the active model to gain fatigue. An activated model may continue acting until it becomes Exhausted.

Move

Cost: A model's first move during its activation is free. Gain 1 fatigue for each additional move.

Effect: Move up to the model's MOV value in inches. Models may not move through other models' bases.

Attack

Cost: Gain 1 fatigue.

Effect: Target a model within the engagement range of the attacking model. Resolve the attack as described in the Combat section on page 29.

Power Attack

Cost: The attacking model gains 1 fatigue during attack negotiation.

Effect: During this attack, the attacker may re-roll any unsuccessful dice once.

REACTIONS

Ready models may react during an opponent's turn. Reactions do not prematurely end the active model's turn, they simply interrupt it.

You may only make a Reaction with a Ready model. You may only declare one Reaction a turn and only during an opponent's turn.

Reaction: Move

Cost: Reacting model gains 1 fatigue.

Trigger: When an enemy model finishes a Move Action.

Effect: Make a standard Move Action. Models may not move through other models' bases.

Reaction: Opportunity Attack

Cost: Reacting model gains 1 fatigue.

Trigger: When an enemy model begins a Move Action while in the reacting model's engagement range, before the movement occurs.

Effect: The reacting model makes an attack targeting the model that triggered the reaction, and gains one bonus Success during the attack. The Move Action triggering the reaction is resolved after the attack is resolved.

Reaction: Counterattack

Cost: Reacting model gains 1 fatigue.

Trigger: While negotiating an attack targeting the reacting model.

Effect: Roll your ATK instead of DEF against the attack. If you roll more net successes than the attacker, resolve those net successes as a successful attack (consider the original attacker

the defender). Declaring a Counterattack reaction is not considered targeting the opposing model with an attack.

Reaction: Assist

Cost: Reacting model gains 1 fatigue.

Trigger: While negotiating an attack targeting a friendly model.

Effect: If the defending friendly model or the attacking enemy model is within the reacting model's engagement range, add the reacting model's DEF to the defender's DEF. Models that are unable to add their DEF do not pay the cost of this reaction, though they have made a reaction.

FATIGUE LEVELS

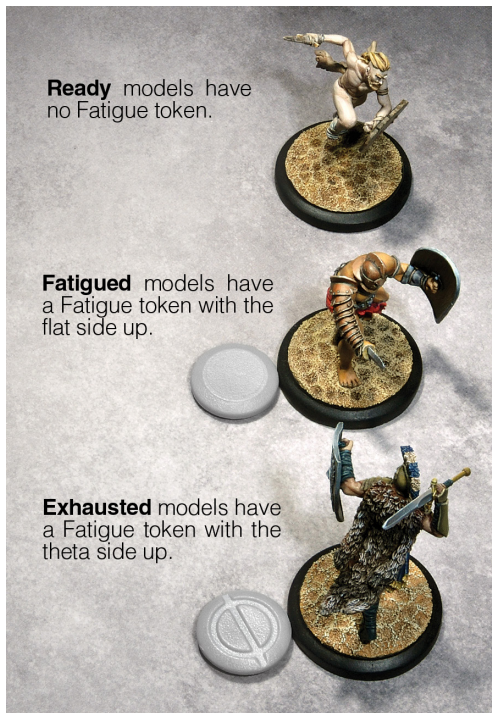
There are three fatigue levels in Arena Rex: **Ready**, **Fatigued**, and **Exhausted**.

When a model **gains** a fatigue, it moves from Ready to Fatigued, or from Fatigued to Exhausted.

When a model **removes** a fatigue, it moves from Exhausted to Fatigued, or from Fatigued to Ready.

Exhausted models may only remove fatigue during a clear turn, or as the result of a special ability.

Fatigue tokens are used to track the fatigue level of models in play. Fatigue tokens should be placed on the game board next to the model whose fatigue level they are representing.



Ready models have no Fatigue token.

Fatigued models have a Fatigue token with the flat side up.

Exhausted models have a Fatigue token with the theta side up.

Ready (0 fatigue) - A model that begins the turn Ready may activate during its player's turn. Ready models may react to actions taken by enemy models.

In play, Ready models do not have fatigue tokens.

Fatigued (1 fatigue) - A model that begins the turn Fatigued may not activate that turn. A fatigued model may not make a reaction as long

as it is Fatigued. At the beginning of each of your turns you may remove a fatigue from a friendly Fatigued model.

NB: A model removing fatigue at the start of the turn still *began* the turn Fatigued, and thus they must wait until the next turn to activate.

In play, Fatigued models are indicated by fatigue tokens placed flat side up.

Exhausted (2 fatigue) - A model that begins the turn Exhausted may not activate that turn. An Exhausted model may not take an action, make a reaction, or pay fatigue costs as long as it is Exhausted. Exhausted models may only have fatigue removed during a clear turn or as the result of a special ability.

Exhausted models are also easier targets – when an attack targets an Exhausted model, the attacker adds one bonus success to their roll. In addition, if the attack is successful the attacker also generates a bonus  (push result) which must be resolved before or after any box on the attacker's damage tree.

In play, Exhausted models are indicated by fatigue tokens placed theta side up.

Caveat: You may not declare an action with an Exhausted model, even if it would be your first (free) move action.

TURN STRUCTURE

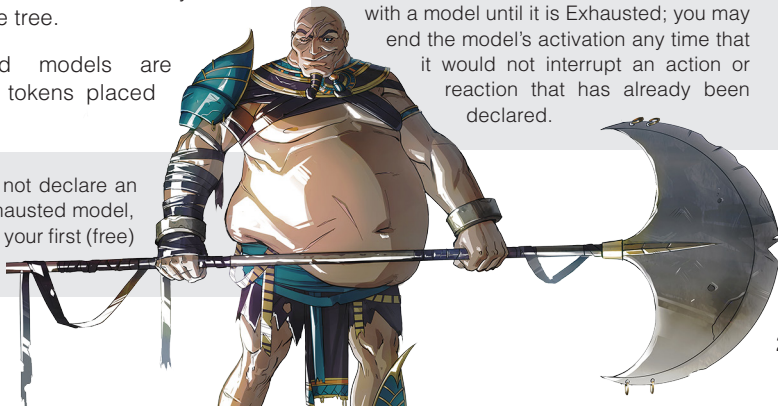
The following is a normal turn structure. If none of your models are Ready at the start of your turn, you must initiate a Clear Turn (see page 29) instead.

Step 1: You may remove a fatigue from a friendly Fatigued (not Exhausted) model. That model may not activate this turn.

Step 2: Activate a Ready model. You may not activate a model that began the turn Fatigued or Exhausted. You may declare actions with the active model until it is Exhausted or you choose to end your turn. You may not declare actions that would cause the model to gain fatigue beyond the Exhausted state.

Step 3: Once you choose to declare no further actions or are unable to take further actions with your activated model, the turn passes to your opponent.

Caveat: You do not have to continue acting with a model until it is Exhausted; you may end the model's activation any time that it would not interrupt an action or reaction that has already been declared.



CLEAR TURN

When all of your models start the turn *Fatigued* or *Exhausted*, a clear turn is initiated. During a clear turn you will not activate a model as normal. Instead each model in your cohort removes 1 fatigue, even if *Exhausted*.

After you have removed fatigue, any *Beasts* in your cohort are triggered by *Wild*. After that, you may use *Tactics* and riders may *Mount* or *Dismount*. *Tactics* and mounting/dismounting may be done in any sequence.

Tactics are special bonuses and abilities that may only be activated during the Clear Turn. *Tactics* are outlined starting on page 43.

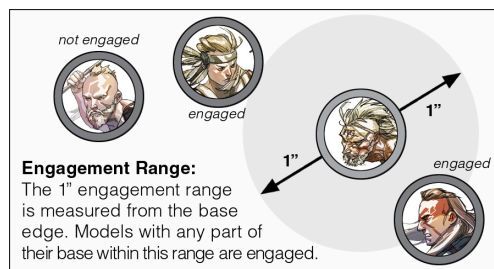
LAST STAND

The Last Stand condition applies on any turn in which the active player began their turn with only a single model remaining in play. Each turn under the Last Stand condition is considered a clear turn with the following exceptions: The remaining model removes all fatigue and may activate at the end of the clear turn.

Caveat: *Tactics* may still be used during a Last Stand clear turn.

COMBAT

Combat in Arena Rex has been designed to be as streamlined as possible. Models have a simple 1" engagement range. There is no facing; models can fight freely in a 360 degree arc around their base. Line-of-sight rules aren't necessary because there are no ranged attacks - all of the action in Arena Rex is up close and personal.



At its simplest, combat is an opposed roll between the attacker and the defender. To resolve an attack, the attacker and defender roll pools of dice equal to their ATK and DEF respectively, and count the successes. The defender's successes are subtracted from the attacker's; if the attacker has any remaining successes (net successes) it is considered a successful attack.

The number of net successes determines the effectiveness of the attack. Successful attacks in the arena can come in many forms, and this is represented in Arena Rex by a model's damage tree.

COMBAT SEQUENCE

An attack is declared and targeted against a model.

Players negotiate the attack. While negotiating the attack, the following may be done in any sequence:

- The attacking model may upgrade to a Power Attack
- The defending player may declare reactions (typically counterattack or assist)
- The attacking and/or defending model may spend Favor to add to their pools.

Players continue to negotiate the attack until both are prepared to roll the dice (or their options are exhausted).

All Favor added to rolls as part of negotiating the attack is considered to be added simultaneously.

Caveat: Competing in the arena is about one-upping your opponent! Since there is no hidden information, you should always be ready to either roll dice or respond to your opponent to change your odds. Declarations made during attack negotiation cannot be withdrawn, but you can always declare something additional if the situation changes.

Dice are then rolled. Successes are totaled and compared. If the attacker has net successes, they apply those successes with their damage tree.

FAVOR DICE

The favor of the crowd is a concrete resource in Arena Rex. It fuels many special abilities and can be used to enhance attack and defense rolls.

Each player begins the game with 3 Favor in their pool. Whenever Favor is earned, it goes into that players pool and can be spent by the player or any model under their control.

Favor Dice are **earned** through various means, the most common of which are marking  vitality boxes, selecting damage tree  boxes, or as a benefit of certain model special abilities.

Favor is also earned for the following:

- The first model per game to make an attack against an opponent's model earns a Favor.
- A player earns 1 Favor at the end of a turn if an enemy model suffered damage from an arena feature that turn and was defeated.

A player may **pay** Favor from their pool any time an ability requires that you pay Favor, or in order to activate Tactics during their Clear Turn.

Players may pay as much Favor as they have available in their pool.

Models may **spend** Favor to enhance their dice pools or activate model card abilities. Each model may only spend up to 2 Favor dice each turn.

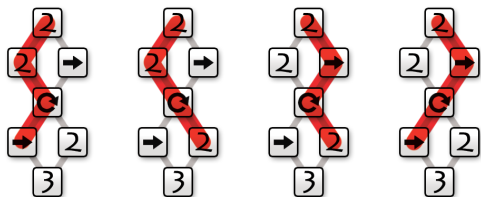
When Favor is spent to enhance an attack or defense roll simply add it to your pool of ATK or DEF dice and roll it along with them.

Remember: Favor dice which come up as successes count for two successes instead of one.

Some abilities **generate** Favor dice that are immediately added to attack or defense rolls. If a rule's text does require a model to **pay** Favor, that is simply shorthand for the model's controller paying the Favor (vs. the model spending it). In either case, this Favor is never considered to have been spent by a model.

DAMAGE TREE

After making a successful attack, apply your net successes with the attacking model's damage tree, beginning at the top and moving downward. You must follow a path downward between connected boxes on the tree in one continuous line.



Valid paths for an attack that generated 4 net successes.

Numbers represent their value in damage, while symbols represent 1 damage in addition to an effect. Any effects triggered are resolved



individually as they are chosen during the resolution (in the order they appear on the tree). If the resolution of any effect leaves the attacker or defender positioned such that the attacker no longer engages the defender, the attack cannot continue, and any successes not yet applied are lost.

Damage is totaled, reduced by the Defender's ARM, and applied at the end of the attack as a single lump sum.

Caveat: ARM only reduces damage applied by damage tree result boxes (as listed below). Effects and abilities that inflict an amount of damage in text ignore ARM.

DAMAGE TREE RESULTS

③ Damage (any number) - The amount of damage this box generates.

⬆ Fatigue + 1 damage - The defending model gains one fatigue.

☼ Favor + 1 damage - The attacking model earns one Favor die for its controller's pool.

🔄 Reposition + 1 damage - The attacking model may move up to 3 inches. If a model is not engaged by an enemy model at the end of its reposition movement, it may immediately end its activation to remove a fatigue.

Caveat : Models making an attack outside of their own activation, such as Reacting models, do not have an activation to end, therefore do not remove fatigue after Repositioning.

★ Special + 1 damage - This symbol denotes a unique result which will be described under the model's special rules.

➡ Push + 1 damage - The defending model is pushed 1" directly away from the attacking model. This push is mandatory when resolving this box. The attacker may make a follow-up move of up to 1", which must be toward the defender.

Caveat: Sometimes a tactic or ability will instruct the player to "resolve a ➡ " or some other box. In this case, resolve the box on its own – there is no attack, roll, or damage tree to earn additional successes on, etc. Damage is reduced by ARM. If an ability is meant to be resolved as an attack of its own or added to an existing damage resolution, that will be explicitly described by the ability.



VITALITY TRACK

After the total damage is calculated from the attacker's damage tree, the defending model reduces the total by their ARM stat. The defending model then marks the remaining damage by marking boxes on their Vitality Track, from left to right. Damage from a single attack is considered to be marked simultaneously. Any damage in excess of unmarked vitality is discarded.

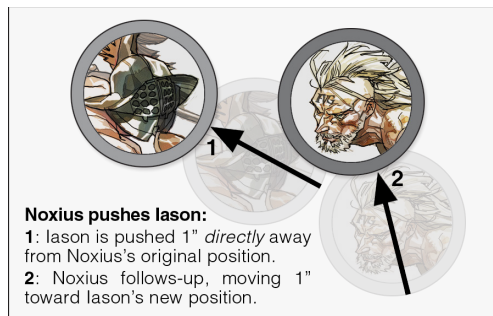
Vitality boxes can also trigger effects when marked. The most common effect earns Favor. When a Favor box (👑) is marked on a model's vitality track, that model earns a Favor. Stars (★) or other icons in a vitality box denote a unique effect that is activated when that box is marked. These effects will be described on the model's game card.

If a model has no remaining unmarked boxes on its Vitality Track and all triggered vitality effects have been resolved, it is defeated. Remove it from play.

Caveat : Some special abilities allow players to choose Favor or activate another effect. When a vitality box with laurels is marked. These models have modified Favor boxes (👑) on their vitality track as a reminder of these additional options.

FORCED MOVEMENT

Pushing: A push result on the damage tree moves an enemy model 1" directly away from the attacker. The attacker may make a free follow-up move after each push. A follow-up move is a 1" move toward the pushed model. Pushes are each resolved fully and individually.



Resisted pushes: Some models can resist being pushed, either by sheer mass or force of will. Multiple pushes can be resisted if more than one ability would allow a model to resist a push. If a model resists a push, damage for the push result is still applied, but the push movement and follow-up do not occur. A model that has resisted all pushes in a combat is not considered to have been pushed.

Large Defenders: Larger defenders are more difficult to push. If the defender is on a larger base than the attacker, the defender resists 1 push generated by the attack.

Involuntary contact: Sometimes when you push a model, its base will contact another model or a hazard (as defined in the terrain section). The effect of that contact should be applied immediately unless otherwise specified.

The first time during an attack that a model is pushed and contacts a model that is friendly to the attacker, generate a bonus success for the attacking model.

Exhausted models: Exhausted models are easier to push, and successful attacks against them generate a free push result (☞) for the attacker, resolved before or after any box on the attacker's damage tree. This is in addition to the free additional success.

Caveat : Remember, the defender must be Exhausted when the attack is declared for their attacker to benefit from these effects.

Shift: A shift is similar to a push, with the exceptions that:

- A shift will often have a distance other than 1" (in which case it is resolved as a single step)
- A shift stops immediately before base contact with other models (including hazards). A shifted model's controller may choose whether to stop the model immediately before contact with the edge of a zone if it would cause the model to enter or exit the zone.
- A shift is not a push, and cannot be resisted in the same way as a push.

Mounted riders cannot be shifted on their own. If a mount is shifted, its mounted rider is shifted with it.

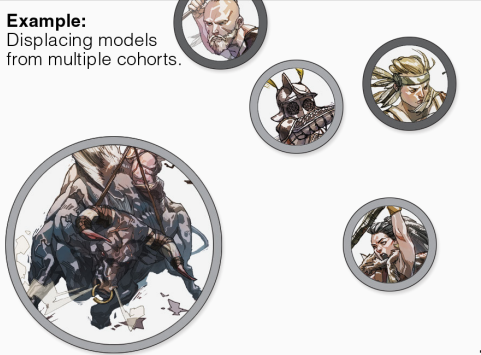
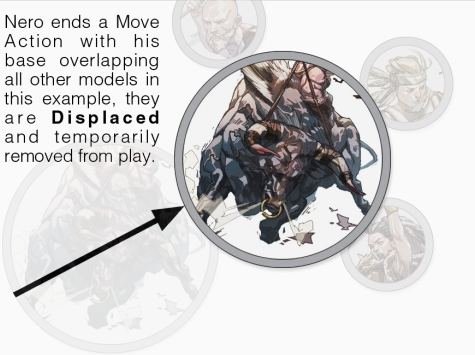
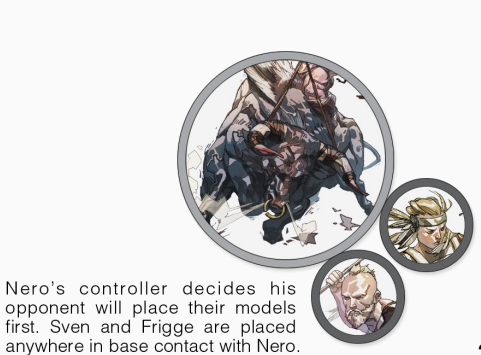
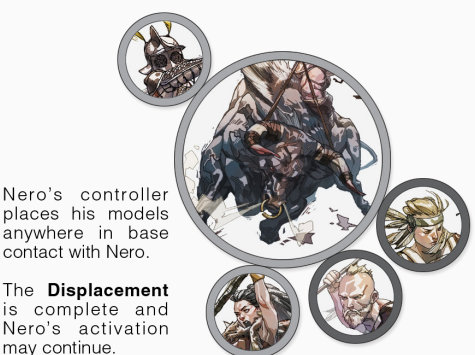
In practice, it's usually easiest to place models as though they had been pushed, and simply ignore any results that would have been triggered if it were a push.



Displacement: Models Displaced by another model are placed by their controller in base contact with the displacing model.

If models from more than one cohort are Displaced, all models from a single cohort are placed at once, the active player determines the order in which the cohorts are placed.

If a model cannot be placed in base contact with the Displacing model because of a hazard, it triggers that hazard. Place it in base contact with another model that is already in base contact with the Displacing model, then resolve the effects of any triggered Hazards.

Example: Displacing models from multiple cohorts.  1	Nero ends a Move Action with his base overlapping all other models in this example, they are Displaced and temporarily removed from play.  2
Nero's controller decides his opponent will place their models first. Sven and Frigge are placed anywhere in base contact with Nero.  3	Nero's controller places his models anywhere in base contact with Nero. The Displacement is complete and Nero's activation may continue.  4

ARENA FEATURES

Hazards: Hazards are objects which occupy space in the arena, and thus are treated as models. They are not part of a cohort, do not have their own activation, and are considered enemy models by all players. Hazards cannot be attacked, moved, pushed, shifted or gain fatigue. Hazards do not engage other models unless they have the Aggressive property.

Each property of a hazard triggers the first time a model is pushed into base contact with that hazard during an action. The pushed model is the model that triggers the hazard. Each hazard may trigger only once per action.

A player has control of a hazard if they control any models that are in base contact with the hazard and their opponent does not.

Zones: A zone is simply a part of the arena that has been designated as a zone. Zones are defined by their edges, but their edges do not cause models to stop when they are pushed into them. Models with any part of their base in contact with any part of the zone are considered within the zone. Models with no part of their base outside the zone are considered “completely” within the zone. Each property of a zone is triggered by any model that begins its activation within the zone. Models within an Aggressive zone are always treated as though engaged by an enemy model. If a mounted pair triggers a zone, only the mount is affected unless otherwise specified.

A player has control of a zone if they control any models which are completely within the zone, and their opponent controls no models within the zone.

Hazards and zones can have one or more of the properties as follows:

Staggering: (Column, Wall, Rubble) - The triggering model gains one fatigue.

Wounding: (Spikes, Blades, Fire) - The triggering model suffers 3 damage. This damage ignores ARM.

Binding: A model beginning its activation in a binding zone or in base contact with a binding hazard does not get a free move action.

Caveat: Falling: (Bridges, Catwalks, Shallow Pits, Ramps) - In Arena Rex, most falls are treated as Lethal Hazards. You may agree with your opponent to treat falls from certain minor elevation changes as Staggering, wounding, or binding Hazards (or zones) instead.

Destructible: Destructible features can be attacked and destroyed. Destructible features should have DEF ARM and Vitality values specified at the outset of the match. Damage applied to a Destructible Feature is applied to its vitality track as normal (from left to right, reduced by ARM, etc.). However, when a Favor box is struck, the model who caused the damage earns the Favor.

Mobile: A mobile feature can move, and can be attacked, pushed, or shifted. A mobile feature should have MOV and DEF values specified at the beginning of the match. Mobile features that are also Titans will always resist pushes if they are not Destructible, and will resist them at the opponent's discretion if applicable.

Lethal: (Cliff, Pit, Deep Water) - Mark any remaining vitality boxes on the triggering model and resolve their effects (if any). If the triggering model is in base contact with the lethal feature after resolving all other related effects, trigger the hazard again.

NB: When a model is removed from play after resolving the Lethal property, it is no longer in melee range, and any additional successes after a model is pushed into a lethal hazard are lost.

Aggressive: Aggressive features can attack. Beasts, Titans, or other Arena Rex models may be placed in the arena as Aggressive hazards. Aggressive features should have ATK values and a damage tree specified at the outset of the match. If a model is pushed and ends up within 3" of an Aggressive hazard, the pushed model triggers the Aggressive hazard immediately after the current action is resolved. Aggressive zones trigger as normal for zones.

When an Aggressive feature is triggered, it will attack the triggering model if it is able to do so. If it is mobile and is not engaging the triggering model, it will first take a move action. The hazard will move as close to the triggering model as possible by the most direct available path, moving around other models as needed.

When an Aggressive feature is triggered, the defending model's opponent rolls the attack dice and selects the damage tree effects. Favor boxes on the damage tree generate Favor for the player who rolled the attack dice.

NB: In a multiplayer game, the dice should be rolled by the player ultimately responsible for the triggering of the hazard. E.g. the player controlling the model that pushed the triggering model. If it is unclear, the players should come to a consensus via whatever means they feel most appropriate.

If an Aggressive feature is attacked (due to other traits), it will not react like a gladiator or part of a cohort, but instead will respond in kind. Immediately after resolving an attack against an Aggressive feature, the attacker will trigger the Aggressive Feature.

Aggressive Features are not affected by the Taunt special rule.

Aggressive hazards that are displaced by a model are placed by that model's controller's opponent. Aggressive zones cannot be displaced or displace other models.

When Aggressive features attack a mounted pair, randomize (evenly) whether they attack the mount or rider.

Duel: Places of prominence in the arena may be designated as Duel features. Models completely within a Duel Zone or in base contact with a Duel Hazard earn one additional Favor whenever they earn Favor from their damage tree or vitality track. When either player initiates a clear turn and controls a Duel Feature that player earns one Favor.

Chained: Models may be chained to other models or terrain features. The chain's length is determined before the game begins (generally 4").

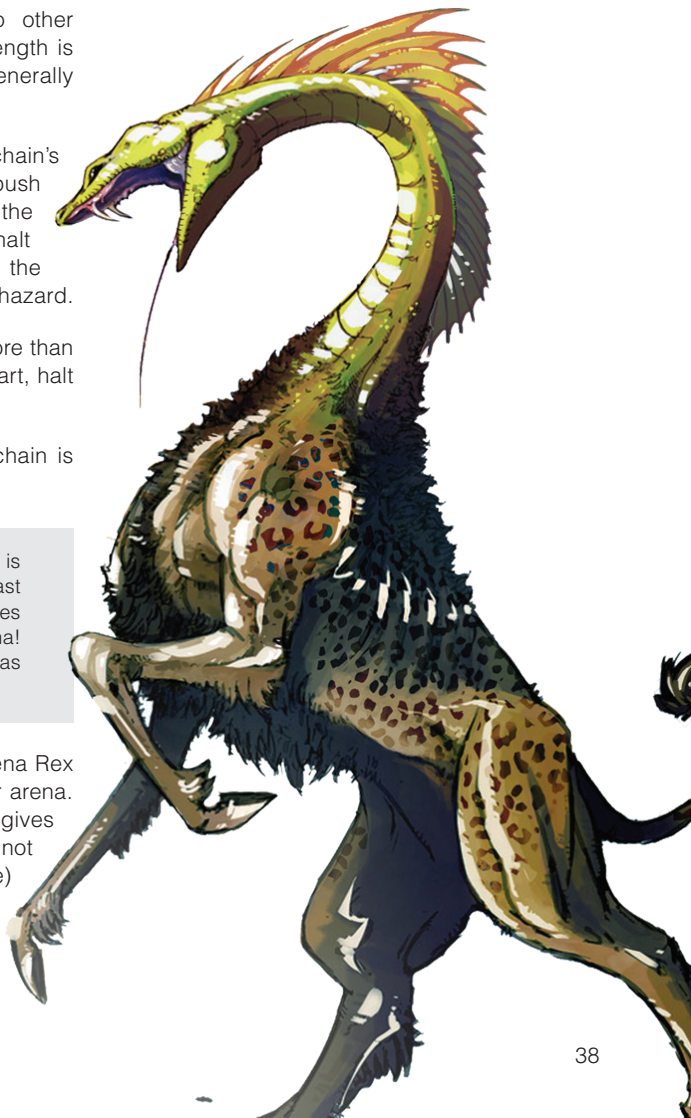
A model must always remain within the chain's length of whatever it is chained to. If a push would move a chained model more than the chain's length away from its counterpart, halt the push at the chain's length and treat the pushed model as having hit a staggering hazard.

If a shift would move a chained model more than the chain's length away from its counterpart, halt the shift at the chain's length.

When a chained model is defeated its chain is broken (one way or another).

Caveat : Pushing models into features is an important part of Arena Rex. At least a couple of Lethal or Aggressive features should be included in any proper arena! Be sure to include several obstacles as well.

Get creative with your gaming board. Arena Rex was developed in a 30" diameter circular arena. This keeps the action close, but still gives plenty of room for maneuvering. We did not specify an official board size (or shape) to allow gamers and modelers to be free to explore the world of Arena Rex. Want to fight in a simple arena, in a pit, on a plateau, on a frozen pond? It's up to you.



BUILDING A COHORT

The group of miniatures each player selects for a game is their Cohort. Before the beginning of a game, both players decide on the number of stages (game cards) in each Cohort. We recommend 3v3 for novices and 5v5 to 8v8 for seasoned miniature gamers.

Some abilities can be unlocked based on the composition of your cohort. These 'Ludus benefits' are described in more detail on page 43.

GLADIATORS

Gladiators are the staples of the arena, and are at the heart of Arena Rex's rules. Models which are not **Beasts** or **Titans** are **Gladiators**.

Caveat: many rules only apply to Gladiators!

BEASTS

Beasts can be played as part of a cohort, included in the arena as a hazard, or used as a scenario objective.

When played as part of a cohort, Beasts activate and react like any other model. All beasts are Wild.

Wild: Beasts are not trained members of a Ludus and present a danger to all combatants in the arena. Immediately after removing fatigue during its cohort's clear turn, a Beast will be triggered by the nearest model (friend or foe) as though it were an aggressive and mobile hazard. If it is not reasonably clear which model is the closest, or there are multiple models equidistant to the Beast, randomize which one triggers the Beast.

Unlike an aggressive hazard, the Beast's controller still gains Favor from its vitality track, and either player may add Favor to the attack roll from their Favor pool.

NB: in the previous version of Arena Rex, Beasts could be used as "Living Hazards". With the reworking of Arena Features, such a creature would be considered a Hazard with the Aggressive, Mobile, and Destructible properties.

TITANS

Titans can be played as part of a cohort, included in the arena as a hazard, or used as a scenario objective.

When played as part of a cohort, Titans activate and react like any other model. All Titans are Immovable and Unstoppable.

Immovable: Titans are accustomed to holding their ground. Titans cannot be Displaced and are unaffected by Shifts. Titans are stable and may choose to resist any number of ➡ results.

Resisting pushes is a dangerous gambit, however, and they suffer d6 damage for each push resisted in this way. This damage is simultaneous with any damage from an attack, and ignores ARM.

NB: pushes resisted due to other rules (such as having a larger base size) are not subject to this damage

Unstoppable: During their activation, Titans can move through non-Titan models, and can end a Move Action overlapping the bases of non-Titan models. If a Titan ends a Move Action overlapping the base of a non-Titan, that model is Displaced.

MOUNTS

Mounts and riders may be included in a cohort together or separately. If both are included, they can work together in a few unique ways. The pair may begin the game either mounted or dismounted.

While the pair is mounted, remove the rider's model from the arena - the pair now share the space of the mount's base, and the rider is treated as having the same base size as the mount. Mounts triggered by Wild will not attack their own rider while that model is mounted.

Mounting and Dismounting: Mounting and Dismounting may only occur when both models are ready. During a clear turn or during either model's activation, a pair may dismount for no cost, or pay 1 Favor to become mounted if the active model is engaging its mount or rider. A rider dismounting voluntarily has its model returned to the arena anywhere within 1 inch of the mount.

Caveat: If a player has only a mounted pair remaining in play, the Last Stand rules do not apply to the pair.

Activating: When mounted, treat both models as sharing a single activation. The Favor spend limit applies to each model individually.

Movement: When mounted, use the mount's MOV to resolve all Move Actions and reactions. Mounts and riders will benefit from each other's special rules that directly affect the movement of the mounted pair (e.g. Titans with a Gladiator Rider can still Displace when mounted)

Attacking: The first time a mounted pair attacks during its activation, an attack is made by both the mount and the rider. The active player declares which model attacks first. The mount and rider may each choose targets independently. The defender may choose which of the attacks they react to, if reacting. Additional attacks may be declared by the rider or the mount. While mounted, neither mounts nor riders may declare power attacks.

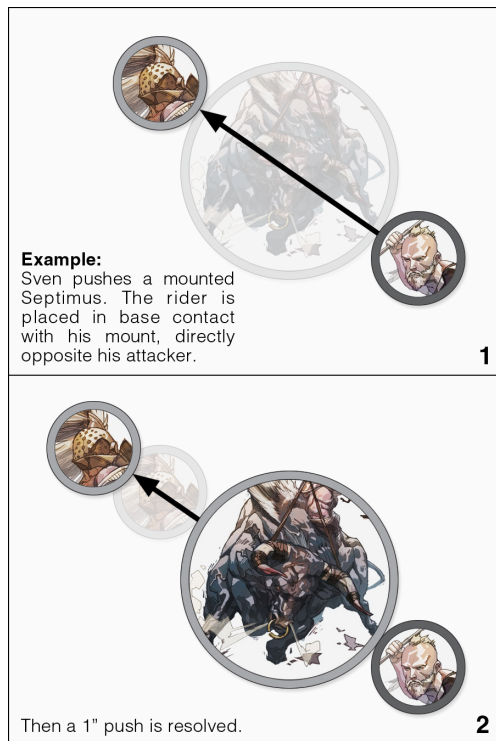
Fatigue: When mounted, the pair shares a single fatigue level. Either may make a reaction, in which case the pair gains a fatigue. When the pair becomes separated, each model retains the shared fatigue level.

Attacking a mounted model: When attacking a mounted pair, either the mount or rider may be declared the target of the attack.

Pushed Mount: If the mount is pushed while mounted, the rider is moved with them.

Pushed Rider: If the rider is pushed while mounted, the rider is forcibly dismounted. The mount keeps the fatigue level previously shared by the mounted pair, and the rider is Exhausted. Place the rider into base contact with the mount in the direction of the push, then resolve the push.

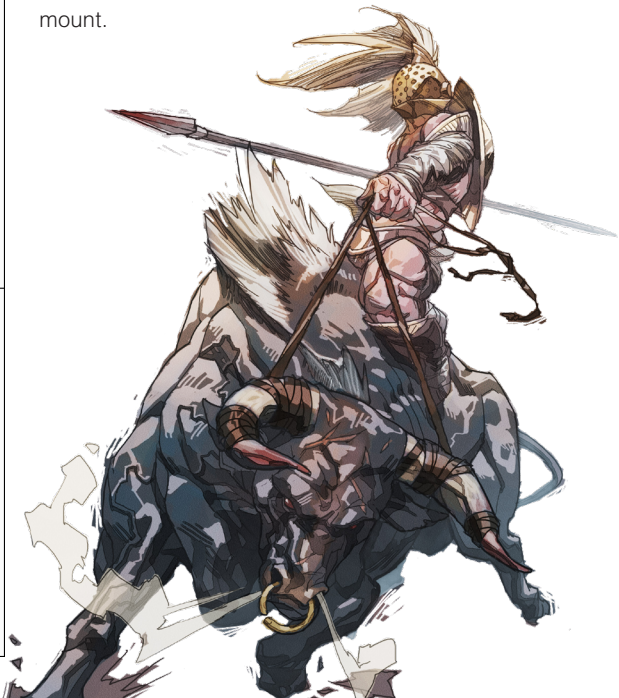
If the rider cannot be placed directly opposite the attacker due to a hazard or model, apply the effects of a push contacting the obstructing model or hazard, then treat the rider as having been displaced by their mount.



Defeated models: If a mount is defeated while the rider is mounted, place the rider anywhere completely within the base area of the mount, and then exhaust the rider.

If a rider is defeated while mounted, a mount will continue to fight on its own. If the mount is a Beast, it will immediately go wild if the rider is defeated while mounted. Note that most arena features apply to both the mount and the rider, since they share the same base.

If a mounted pair becomes dismounted during their activation, their controller chooses whether to continue the activation with the rider or the mount.



STAGES

Certain models have multiple game cards. These models function slightly differently than normal Gladiators, Beasts, and Titans. As the fight goes on, these models will progress through Stages.

Each Stage has its own game card, with its own stat line, damage tree, vitality track, and traits. When adding a staged model to your cohort, you may choose to include any or all of its stages.

If multiple stages for the same model are included in your cohort, each Stage must be played in order (i.e. Nero I, then Nero II). The model is treated as if the currently active stage is their only game card while it is active.



Each Stage is active until it has no remaining unmarked boxes on its Vitality Track and all triggered vitality effects have been resolved. Additional damage does not carry over to the next Stage. Replace the model's game card with the next Stage (if included in the cohort) and exhaust the model. When a model's final Stage has no remaining unmarked boxes on its Vitality Track and all triggered vitality effects have been resolved, it is defeated. Remove it from play.



A Roman numeral to the left of the vitality bar indicates which stage of a model a card represents. The final vitality box on a model with further stages is modified (II). The Roman numerals within represent the next stage. This is a vitality box, and needs to be marked before the model will progress on to the next stage. Remember, excess damage does not carry over.

If the faction symbol on any stage of a Staged model would change due to a special rule, all of its stages change to match, even in cases where it would not otherwise be allowed.

Unity: Staged models will often have unifying traits that are strengthened if you include both stages in your cohort. The “Unity” ability will vary from model to model, but only applies if you take all stages of a staged model in your cohort.

TACTICS

Tactics are special bonuses and abilities that may only be activated during the Clear Turn. All cohorts have access to the following **Standard Tactics**:

Maneuver - Cost: 1 Favor

You may take a standard Move Action with a friendly gladiator model at no fatigue cost. Each model may be affected by this tactic only once per clear turn.

Recover - Cost: 1 Favor

Remove 1 fatigue from a model in your cohort.

Incite - Cost: 1 Favor

Take a single action with a Mobile or Aggressive Feature. For the duration of that action, treat it as if it were part of your cohort. Each Mobile or Aggressive Feature may only be affected by this Tactic once per clear turn.

LUDUS BENEFITS

In Arena Rex, game factions take the form of famous Ludi that inhabit our world. When building a cohort to fight in the arena you may take any mix of Gladiators, Beasts, and Titans you desire. Building around a Ludus brings benefits. Ludus Benefits come from including multiple stages from the same Ludus in your cohort.

Threshold: Each Ludus benefit has a number of faction symbols printed by it, which indicates how many stages from that Ludus must be included to unlock that individual benefit. If you include gladiators from another Ludus, you gain the benefits of each ability whose Threshold you meet at the beginning of the match.

If all of your Gladiators are from the same Ludus, you gain all of the faction's Ludus benefits (listed below), regardless of their Thresholds.





LUDUS MAGNUS BENEFITS

Flourish - (🏆🏆)

Passive Ability

Models with 🏆 are printed with a final row on their damage tree (below the line) that is considered a Flourish. This row can only be accessed if you meet or exceed the threshold for this ability.

Circus Maximus - (🎪🎪🎪)

Passive Ability

Models in your cohort with 🎪 may spend up to 3 Favor dice per turn.

Rouse - (👊👊👊👊)

Tactic - Cost : A gladiator model in your cohort gains a Fatigue

Earn 1 Favor. This tactic may only be used by a gladiator within 3 inches of an enemy model that is not a Hazard.



Echelon - (🐘🐘)

Passive Ability

Models in your cohort with 🐘 may move through other models in your cohort with 🐘. During their activation, they may end their movement actions overlapping the bases of other models in your cohort with 🐘. Any models overlapped in this way are then displaced.

Chord - (🎵🎵🎵)

Passive Ability

Models with 🎵 are printed with a Chord damage box near their damage tree. Any model pushing an enemy into a model with a Chord box extends the bottom of their damage tree (at the lowest point) with that box for the duration of the attack's resolution. Net successes may be applied to it as though it were a normal part of the pushing model's tree.

Maniple - (🐘🐘🐘🐘)

Tactic - Cost : 2 Favor

Up to two models in your cohort may immediately move up to 3 inches. This movement does not trigger reactions, and models with 🐘 may move through and displace each other with this movement. Each model may only be affected by this tactic once per turn.



MORITURI BENEFITS

Cleopatra's Gift - (🦅🦅)

Tactic - Cost : 2 Favor

Immediately trigger the 🦴 effect of a model in your cohort. Each model's 🦴 effect can only be triggered by this ability once per turn.

Offering - (🦅🦅🦅)

Tactic - Cost : Deal 2 damage to a friendly model with 🦅

Earn 2 Favor. This ability may only be used once per turn.

Will of Antony - (🦅🦅🦅🦅)

Passive Ability

Models in your cohort remove all fatigue during a clear turn.



ZEPHYRI BENEFITS

Blood Brothers - (🦅🦅)

Tactic - Cost : A model in your cohort with 🦅 takes 2 damage

Another model in your cohort with 🦅 heals 2 vitality. This tactic may only affect each gladiator once per clear turn.

Ambush - (🦅🦅🦅)

Tactic - Cost : 1 Favor

Choose a model in your cohort with 🦅. That model immediately resolves an attack with 1 net success against a model it is engaging. Each model may only be affected by this ability once per turn.

Brave - (🦅🦅🦅🦅)

Passive Ability

Models in your cohort may react while Fatigued or Exhausted. If they do, instead of gaining a fatigue they pay 1 Favor and suffer 3 damage.



HELLENIKI BENEFITS

Heroic Challenge – (🛡️🛡️)

Tactic – Cost : 2 Favor

Target a friendly model with 🛡️ and an enemy gladiator model. Both models are shifted 3 inches directly towards one another in an order of your choosing. Each model may only be affected by this tactic once per turn.

Ekstasis – (🛡️🛡️🛡️)

Passive Ability

When in base contact with another friendly model with 🛡️, your models with 🛡️ may reroll one DEF dice. When attacking or counterattacking an enemy model in base contact with another friendly model with 🛡️, your models with 🛡️ may reroll one ATK dice.

Hubris – (🛡️🛡️🛡️🛡️)

Passive Ability

A friendly model may suffer 2 damage to earn 1 Favor when declaring or being targeted by an attack. This Favor must be spent on that model's next roll. Hubris may be used only once per roll.

PLAY AREA

Size: Your play area can be of any size or shape. Experiment with your arenas and scenarios. We recommend starting a game with your cohort about 24" from your opponent's.

Deployment: The winner of a dice-off decides who will take the first turn. The first player will deploy their entire cohort before the second player deploys on the opposite side of the arena. Each model in a cohort should be within 1" of another model in that cohort.

SCENARIOS

The following game-play scenarios can add variety and a bit more flavorful history to the world of Arena Rex. They are meant simply as guidelines that we feel work well; we encourage you to modify them or create your own.

MUNUS

A classic match evolved from funereal traditions, the Munus is a standard combat between equally matched cohorts.

Deployment: Cohorts deploy in base contact with their controlling player's arena edge.

Cohorts: Both players bring cohorts of equal value.

Restrictions: None.

Victory Conditions: The last player with models remaining in the arena is the victor.

PRIMUS SUPERIORUM

A longer match, representing a full day of spectacle and bloodshed. Cohorts of gladiators are matched against their opponent's titan, and then the tables are turned. The victors are then pitted against each other for the ultimate glory.

Sequence: This scenario has 3 rounds. In the first round, one player's titan battles the other's cohort. The second phase reverses the roles. Undefeated models return to fight in the third round. Favor pools and damage carry over from round to round.

Deployment: In the first two phases the Titans deploy in the center of the arena. Gladiators deploy in base contact with their controlling player's arena edge. In the third phase both player's surviving models deploy in base contact with their controlling player's arena edge.

Cohorts: Both players bring cohorts of equal value.

Restrictions: Each player must include a single Titan, and any remaining models must be Gladiators.

Victory Conditions: The last player with models remaining in the arena in the third round is the victor.

VENATIO

A cohort of gladiators must fend off the vicious and spectacular beasts that surround them.

Deployment: The gladiator player deploys his cohort at the center of the arena. The beast's controller deploys his beasts anywhere in the arena, at least 15" away from the gladiators.

Cohorts: Both players bring cohorts of equal value.

Restrictions: One cohort is all beasts, one cohort is all gladiators.

Victory Conditions: The last player with models remaining in the arena is the victor.

GEMINAE

Rival cohorts vie for control of the heart of the arena and the love of the crowd.

Special Rules: Place 2 duel zones in the arena (5" diameter).

Deployment: Cohorts deploy in base contact with their controlling player's arena edge.

Cohorts: Both players bring cohorts of equal value.

Restrictions: None.

Victory Conditions: The first player to control both duel zones is the victor. The last player with models remaining in the arena is the victor, otherwise.

DAMNATIO

A gladiator scheduled for execution joins one player's cohort. Their opponent must eliminate the condemned gladiator.

Deployment: Cohorts deploy in base contact with their controlling player's arena edge. The defender places an 6" diameter duel zone touching their arena edge, the condemned model may not leave the duel zone, it is chained to a pillar (or other terrain feature) at the center.

Cohorts: Both players bring cohorts of equal size, then the defender adds the condemned gladiator to their cohort. The condemned gladiator is randomly selected from the available models not included in any cohort.

Restrictions: The condemned gladiator may not have more than one stage.

Victory Conditions: If the condemned gladiator is defeated the executioner is the victor. The defender is the victor if they are the last player with models remaining in the arena.

VINCULI

Both players must defeat their opponent's condemned gladiator while keeping their own safe.

Special Rules: The condemned gladiators are chained to another model in their cohort. The chained models may never be more than 4" apart.

Deployment: Cohorts deploy in base contact with their controlling player's arena edge.

Cohorts: Both players bring cohorts of equal size. Both players add a condemned gladiator that is randomly selected from the available models not included in the cohorts.

Restrictions: The condemned gladiator may not have more than one stage.

Victory Conditions: The last player with a condemned gladiator remaining in the arena is the victor.



DUELUM

Two Gladiators take center stage while their cohorts jockey for position and favor. The grand melee begins when one of the duelists falls.

Special Rules: Each player secretly selects one gladiator from their cohort to take part in the duel. Dueling models may not voluntarily leave the duel zone. No other models may enter the duel zone until one of the dueling gladiators is defeated or pushed completely outside of the zone. Dueling models must be activated if they are Ready.

Deployment: Cohorts A 5" diameter ring is placed at the center of the arena, this is the duel zone. The dueling gladiators are deployed in base contact with one another at the center of the duel zone. Remaining models deploy in base contact with their controlling player's arena edge.

Cohorts: Both players bring cohorts of equal value.

Restrictions: Each player must bring at least one gladiator. Gladiators selected for the duel may not have more than one stage.

Victory Conditions: The last player with models remaining in the arena is the victor.



ADDITIONAL TERMS

Within / Completely Within: A model is *within* a given distance of another model or feature if any part of it is within that distance, and is *completely within* that distance if no part of it is not within that distance.

Caveat: Models that begin in base contact and are pushed/shifted 1" should be considered within 1" at the end of that movement

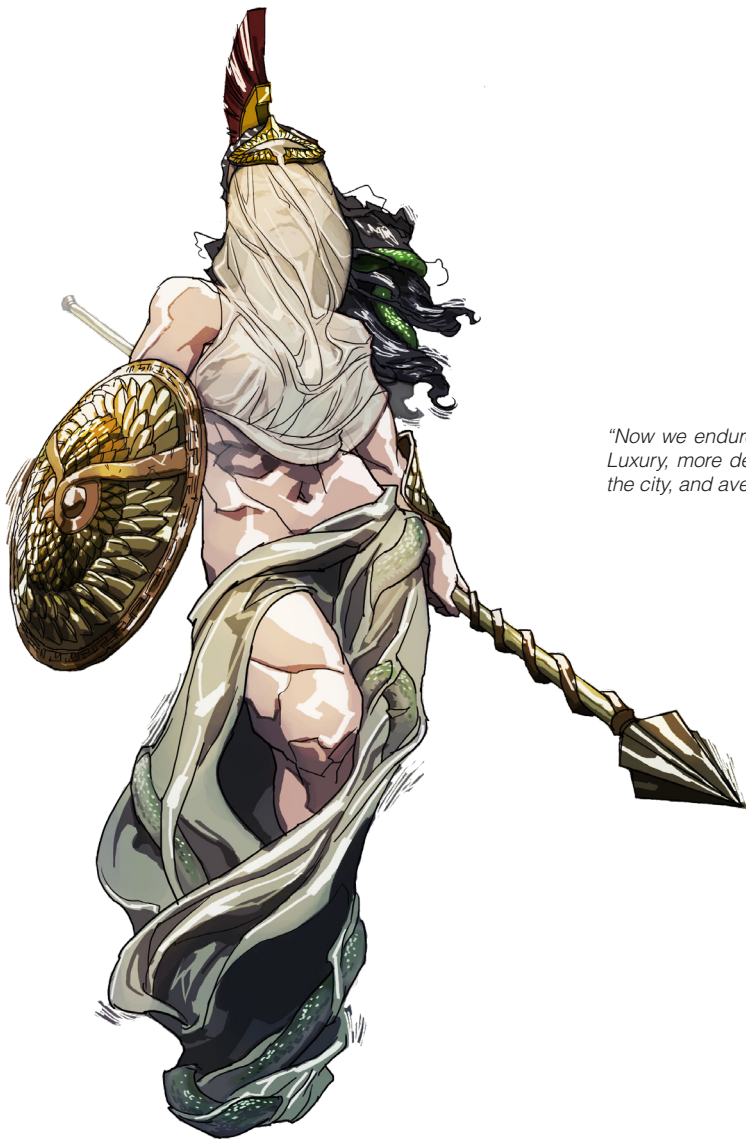
Away: Movement is *away* from a point (or another model) as long as it is not moving toward that point (or model). As long as the distance between the two never decreases, the movement can be along any path.

Toward: Movement is *toward* a point (or another model) as long as it is not moving away from that point (or model). As long as the distance between the two never increases, the movement can be along any path.

Directly Toward / Away: Movement *directly* toward or away from a model or feature must be along the straight line formed by the center of the two bases (or their nearest points, if there is no center).

Engaging / Engaged: A model is engaging another model if the other model is within its engagement range. A model is engaged by a model if it is within the engagement range of that model. Models do not engage themselves.

d3: A three sided die; or more commonly, half the result of a d6, rounding up.



*"Now we endure the evils of a long peace.
Luxury, more deadly than war, broods over
the city, and avenges a conquered world.."*

- Decimus Junius Juvenalis